

UFT Data File 008-9BT7

**Classified:
Cleared For Associate Members and above.**

This data supplement is the latest information retrieved by VGL scientists and explorers. All data is thoroughly verified before dissemination, but rare anomalies do occur so please inform your local Technicians of any data failures which occur during translocation. Help us preserve our low fatality rate.

supplement

WEAPONS CHART

The following chart is the latest intelligence on all known weapons available to VGL pilots in League sanctioned BattleMechs.

Weapon	Abbreviation	Recharge	Damage	Range	Heat
Machine Gun	MG	0.1	1	400	0
Small Laser	Laser SM	1	3	300	1
Medium Laser	Laser MD	4	5	600	3
Large Laser	Laser LG	6	8	900	8
Particle Projection Cannon	PPC	8	10	1000	10
Auto Fire Cannon 25	AFC 25	4	10	1200	1
Auto Fire Cannon 50	AFC 50	7	20	900	3
Auto Fire Cannon 100	AFC 100	10	35	600	7
Short Range Missile [2 Pack]	SRM 2	2	2*4	600	1
Short Range Missile [4 Pack]	SRM 4	3	4*4	600	2
Short Range Missile [6 Pack]	SRM 6	4	6*4	600	4
Long Range Missile [5 Pack]	LRM 5	2	5*2	6000	2
Long Range Missile [10 Pack]	LRM 10	5	10*2	6000	4
Long Range Missile [15 Pack]	LRM 15	7.5	15*2	6000	5
Long Range Missile [20 Pack]	LRM 20	10	20*2	6000	6

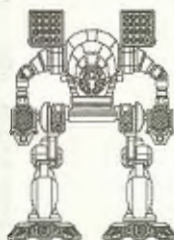
Abbreviation is how the weapon is displayed in the cockpit. Recharge time is in seconds. Damage is in points per hit. All weapons inflict damage on the targeted zone except for missiles. For missiles, the first number is the number of missiles in the salvo. Each missile will hit a random hit zone on the targeted 'Mech. The second number is the damage inflicted by each missile. The range is in meters. Heat units are generated each time the weapon is fired.

MADCAT

Mech Data

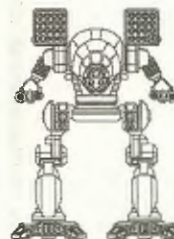
Speeds are in Kilometers per hour. All 'Mechs accelerate in forward and reverse at 20 KPH per second unless otherwise noted. Standard heat dissipation is 2.0 heat units per second; those 'Mechs with additional heat sinks are noted. 2 heat units represent 10 heat sinks within the 'Mech. Each additional .2 heat dissipation units represents one additional heat sink. Thus a 'Mech with a 3.2 heat dissipation rating would have 6 extra heat sinks. All 'Mechs have a basic configuration of 14.5 tons of armor. Those with extra armor are noted. The weapons list includes ammunition for those weapons that require it. For 'Mechs with several of the same expendable weapon the ammo shown is for each weapon. For example 5 MG-200 shots means 5 machine guns with 200 shots for each of the guns.

MadCat Prime



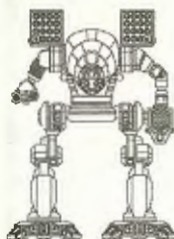
top speed: 97 kph
acceleration: 20 kph/sec
heat dissipation: 2.0
heat units/sec
weapons: 2 Laser MD,
2 Laser LG, 1 PPC,
2 LRM 15--16 shots.

MadCat V2



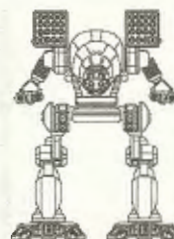
top speed: 119
weapons: 2 Laser SM, 2
Laser MD,
2 Laser LG
2 LRM 15--16 shots,
2 MG-99 shots

MadCat V1



top speed: 97
weapons: 2 Laser SM,
2 Laser MD,
1 Laser LG,
2 LRM 10--18 shots,
1 AFC 50-20 shots,
2 MG--99 shot

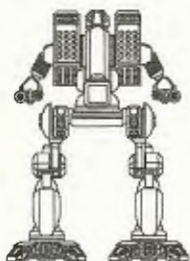
MadCat V3



top speed: 151
weapons: 3 Laser SM,
2 Laser MD,
2 LRM 10--24 shots,
2 MG--99 shots

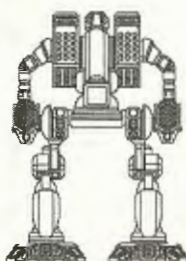
VULTURE

Vulture Prime



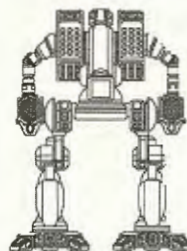
top speed: 97 kph
 weapons: 2 Laser SM,
 2 Laser MD, 2 Laser LG,
 2 LRM 20--12 shots

Vulture V2



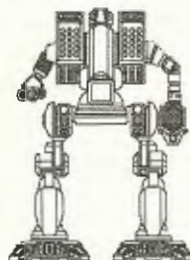
top speed: 130
 weapons: 2 Laser SM,
 2 Laser MD, 2 Laser LG,
 2 LRM 10--18 shots,
 2 MG-99 shots

Vulture V4



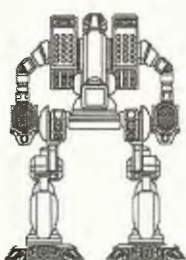
top speed: 119
 heat: 2.6 heat units/sec
 armor: 16.5 tons
 weapons: 4 Laser SM,
 2 Laser MD,
 6 SRM 6--15 shots

Vulture V1



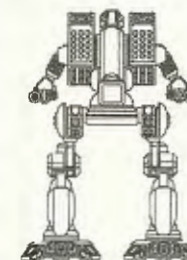
top speed: 119
 weapons: 2 Laser SM,
 2 Laser MD, 2 Laser LG,
 2 LRM 15--16 shots,
 2 MG-99 shots

Vulture V3



top speed: 151
 acc: 40 kph/sec
 weapons: 2 Laser MD,
 2 SRM 6--30 shots,
 4 MG-99 shots

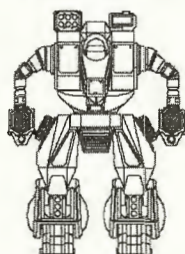
Vulture V5,



top speed: 65
 armor: 19 tons
 weapons: 2 Laser MD,
 4 LRM 15--8 shots,
 2 MG-99 shots

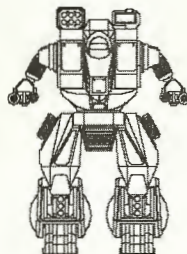
LOKI

Loki Prime



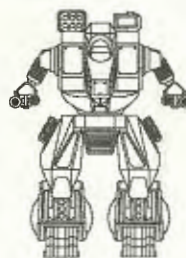
top speed: 97 kph
 weapons: 2 Laser SM,
 2 Laser MD,
 2 AFC 50--20 shots
 1 SRM 6--15 shots,
 2 MG--99 shots

Loki V2



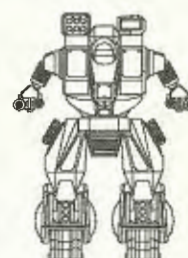
top speed: 120
 heat: 2.6 heat/sec
 weapons: 2 Laser MD,
 2 Laser LG,
 2 PPC,
 1 SRM 6--15 shots

Loki V4



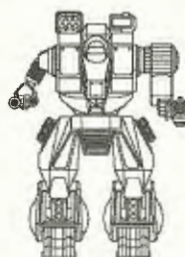
top speed: 54
 heat: 4.2
 armor: 16.5 tons
 weapons: 2 Laser SM,
 2 Laser MD,
 5 Laser LG,
 1 SRM 2--50 shots

Loki V6



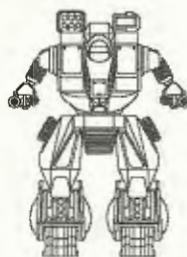
top speed: 151
 acc: 40
 heat: 3.0
 armor: 15 tons
 weapons: 1 Laser SM,
 8 Laser MD,
 1 SRM 2--50 shots

Loki V1



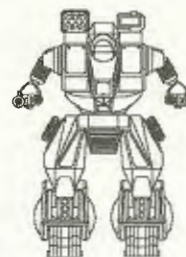
top speed: 97
 weapons: 2 Laser SM,
 3 Laser MD,
 1 Laser LG,
 1 PPC,
 1 AFC 100--15 shots,
 1 SRM 2--50 shots,
 2 MG--99 shots,

Loki V3



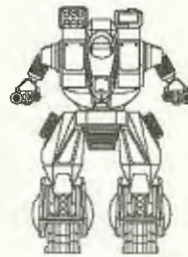
top speed: 65
 heat: 3.2
 weapons: 2 Laser MD,
 4 PPC,
 1 SRM 6--15 shots,
 2 MG--99 shots

Loki V5



top speed: 130
 acc: 50 kph/sec
 heat: 3.0
 armor: 20 tons
 weapons: 9 Laser SM,
 2 Laser MD,
 1 SRM 6--30 shots

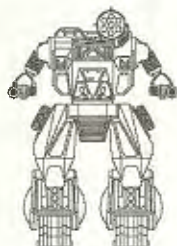
Drone



top speed: 162
 acc: 40
 heat: 2.1
 armor: 15 tons
 weapons: 2 Laser SM,
 1 SRM 2--50 shots

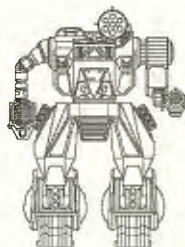
THOR

Thor Prime



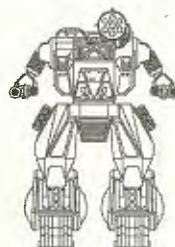
top speed: 97 kph
 weapons: 4 Laser SM,
 2 Laser LG,
 2 AFC 25--20 shots,
 1 LRM 10--24 shots

Thor V2



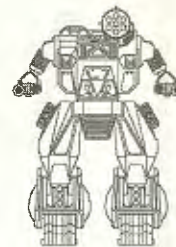
top speed: 87
 weapons: 1 Laser SM,
 2 Laser MD,
 1 Laser LG, 1 PPC
 1 AFC 100--15 shots,
 1 LRM 10--24 shots,
 1 MG--99 shots

Thor V4



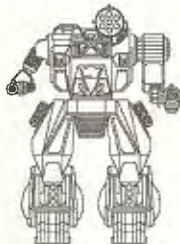
top speed: 130
 heat: 2.6
 weapons: 2 Laser SM,
 2 Laser MD,
 2 Laser LG,
 1 PPC,
 1 SRM 6--30 shots

Thor V6



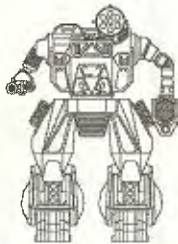
top speed: 119
 heat: 3.0
 armor: 16 tons
 weapons: 4 Laser MD,
 1 Laser LG,
 1 PPC,
 1 LRM 5--24 shots,
 5 MG--200 shots

Thor V1



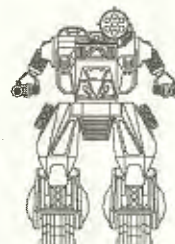
top speed: 97
 weapons: 2 Laser SM,
 2 Laser MD,
 2 Laser LG,
 1 AFC 100--15 shots,
 1 SRM 6--30 shots,
 2 MG--99 shots

Thor V3



top speed: 119
 heat: 2.6 heat/sec
 weapons: 2 Laser SM,
 3 Laser MD,
 1 Laser LG, 1 PPC
 1 LRM 20--12 shots,
 2 MG--99 shots

Thor V5



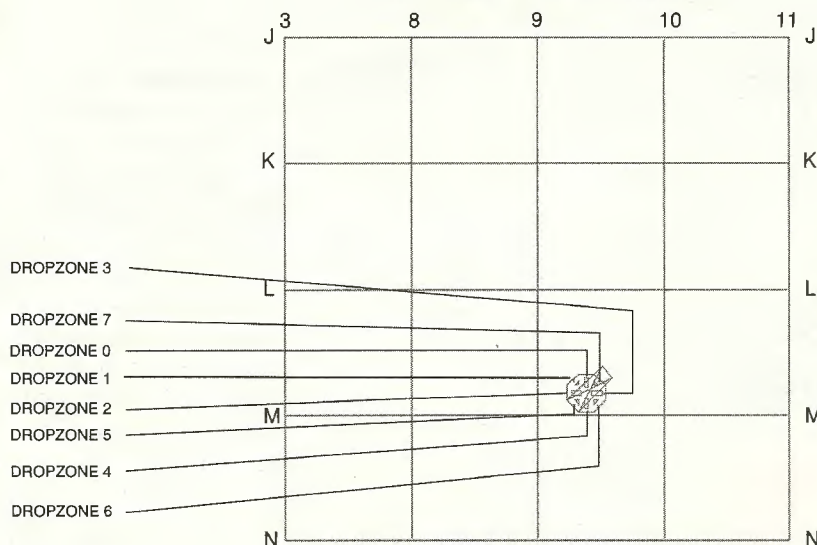
top speed: 162
 weapons: 5 Laser MD,
 1 Laser SM,
 1 LRM 5--24 shots

MAP DATA

positions 0 through 7, Group 2 is 8-15, and Group 3 is 16-23. While not all Solaris VII arenas have three Drop Groups, they are all arranged in eights. To locate the coordinates for a Drop Group use the radar map mode (see the BT ops manual for further details).

Drop Groups on Solaris VII are areas of eight Mech translocation Drop Zones. Group 1 will encompass

CUEBALL DROPZONES

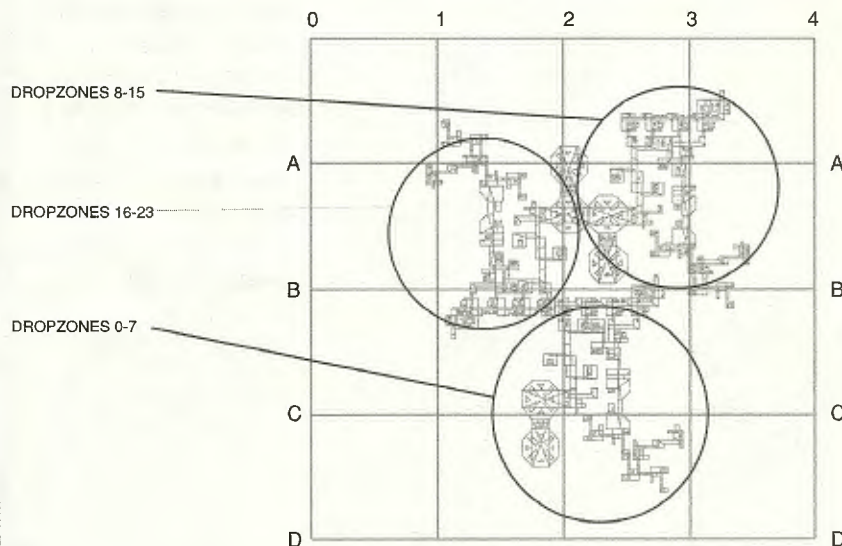


CueBall

A desolate area of Solaris VII devoid of all natural and man-made features. A recommended location for either bad weather or night encounters.

There is only one Drop Group (L,9) currently in use at the CueBall arena.

URBANA DROPZONES



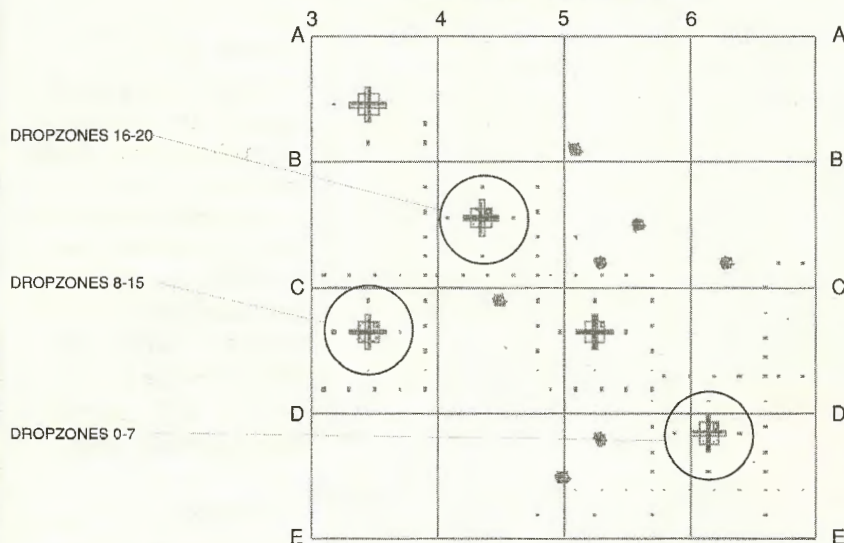
Urbana

Dropping into this arena is a challenge for even the best MechWarriors. It is a sprawling city environment full of narrow passageways and tight hiding spots.

Group 1 (C,2), Group 2 (B,3), and Group 3 (B,2) are very close to each other. By using different Zones within the Drop Groups you can achieve distances from 250m to 1.5 km.

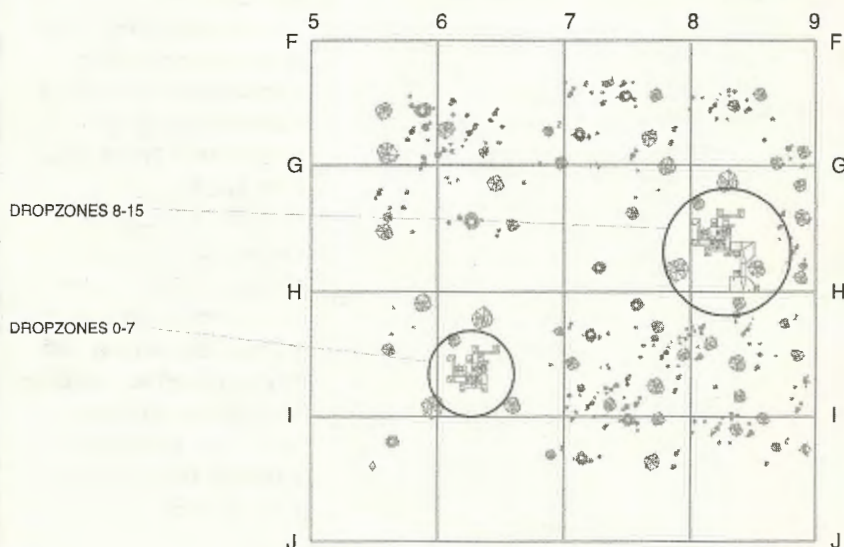
MAP DATA

NAZCA DROPZONES



Nazca
 Filled with mysterious towers and a light scattering of rocky terrain this arena is a perfect choice for all levels of VGL pilots. Group 1 (D,6) is 2 km from Group 2 (C,3) and Group 3 (B,4). Group 2 and Group 3 are 1 km from each other.

BADLANDS DROPZONES



Badlands
 Watch out rookies; this arena is a mixture of tricky rocky terrain and light city environments. Both Drop Groups are located in the light cities of the Badlands. Group 1 (H,6) is 2 km from Group 2 (G,8).

Special thanks to "Banzai"
 and the rest of the W.C.
 Expeditionary Force